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2 **GAZE MANIPULATION**
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4 **ABSTRACT**
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6 A multi-layer graph for dense stereo dynamic programming can improve
7 synthesis of cyclopean virtual images by distinguishing between stereo disparities
8 caused by occlusion and disparities caused by non-fronto-parallel surfaces. This
9 distinction can be leveraged to reduce image artifacts, such as “halos”.
10 Distinguishing at least between these two types of disparities allows improved
11 matching of left and right pixel data, which increases the amount of correct pixel
12 information used in constructing the cyclopean virtual image and minimizes
13 occlusion artifacts.
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